

Title: A Primer on Arms and Weapons

Author: Martin

---

These are the basic elements to consider in assessing a weapon, of which all warriors who regard themselves as more than mere mercenaries should be aware.

First and most obvious is the amount of damage that the weapon may do against unprotected flesh. While 'tis this which first attracts the attention of the novice, 'tis a deadly mistake to regard it as the sole value of a weapon. While it may prove devastating indeed as a means of causing damage, a weapon must also serve as stout shield when engaged in combat.

Hence the second issue to which to pay attention is the amount of protection that a weapon may offer. Pay close attention to the guard on it, if it be a blade, or the stoutness of its wood if it is a pole arm.

Oft related to this is the weight of the weapon, for a heavy weapon is more difficult to maneuver to block with, though it may do more damage to thy opponent.

If a weapon is too heavy for the wielder to move it freely, they should choose another and not attempt to prove their prowess by the size of their sword.

The reach of a weapon both increases its defensive ability, and renders it more useful in open spaces as it allows attack against the opponent without the need to close. But be aware of the limitations of thy weapon! For a weapon with great reach may be useless in close quarters, for lack of space to maneuver it. Should that dagger-wielding enemy close on thee and thy halberd, 'tis best to flee.

Lastly, a factor that must always be considered is the condition of the weapon. It might be a wondrous magical blade of surpassing sharpness and it may leap to block blows with a mind of its own. It also might be of such flimsy construction, or damaged to such an extent, that the first time it clangs against steel, 'twill shatter into useless shards.

Seek ye a good blacksmith should thy weapon become damaged, but be aware that their ministrations may simply make the matter worse.

While mages of some ability oft create magical weapons which enhance skill,

are preternaturally sharp, or incinerate the enemy as they fall, to my mind the greatest gift that they can grant a stout sword is to make it resistant to damage, for thy own skill can make up the difference. Except for the fireball, but if the corpse is charred, then so will be the possessions, which maketh looting difficult!